Wizardry RPG

PLAYER'S CHART 1

Character Creation

1. Decide the character's name.
2. Choose a race.
3. Choose gender.
4. Choose an alignment.
5. Determine ability scores.
6. Choose a class.
7. Roll for HP.
8. Determine starting gold.
9. Purchase items.

Levels and Abilities

- **Change in Ability Scores**: Growth Rate = (20 - Ability Score) × 5 + Ability Growth Bonus. If the result of a D100 roll is less than or equal to the growth rate, that ability score increases by 1. If the result is 91 or higher, reduce that ability score by 1.
- **HP Increase**: Roll the required dice according to the new level. If the rerolled result is the same as or less than the previous HP, then the new HP becomes the previous HP +1.
- **Increase in Attacks**: Classes that gain more attacks are Fighter, Samurai, Lord, Ninja.

Level	1,2	3,4	5,6	7	≥8	≥13	20
Num. Attacks	1	2	3	3	3	3	3
Damage bonus	None	None	None	+1	+2	+7	+14

- Bishops gain the ability to cast Dispel at level 5, and Lords at level 7.
- Ninjas improve their AC with level only if they carry no weapons, armor, or other items.

Level	1	2	3	4	5	6	7	≥8	≥13	20
AC	8	7	6	5	4	3	2	1	-4	-11

Race table

	Strength	Intelligence	Piety	Vitality	Agility	Luck	Growth Bonus
Human	8	8	5	8	8	9	All except Faith +5%
Elf	7	10	10	6	9	6	Intelligence and Faith +5%
Dwarf	10	7	10	10	5	6	Strength and Faith +5%
Gnome	7	7	10	8	10	7	Faith and Agility +5%
Hobbit	5	7	7	6	10	15	Agility and Luck +5%

In addition to the above, males get +1 Vitality, females get +1 Agility.
Then, distribute 1D6 + 5 (if a 1 is rolled, reroll).
Personality: There are three types: Good (G), Neutral (N), Evil (E). It affects class, equipment, and other aspects.
Gold: A newly created character starts with 2D100 + 100 gp.

Attribute Value table

	≤7	≤12	≥15	17	18
Strength	Hit -5% Damage -1	Hit +5% Damage +1	Hit +10% Damage +2	Hit +15% Damage +3	Hit +20% Damage +4

Intelligence		Spells +1 Learning +5%	Spells +2 Learning +10%	Spells +2 Learning +15%	Spells +2 Learning +20%
Piety		Spells +1 Learning +5%	Spells +2 Learning +10%	Spells +2 Learning +15%	Spells +2 Learning +20%
Vitality		HP+1	HP+2	HP+3	HP+3
Agility	Ranged -5%	Ranged +5%	Ranged +10%	Ranged +15%	Ranged +20%

Class Table

	Strength	Intelligence	Piety	Vitality	Agility	Luck	Alignment	Level	HP	Growth Bonus
Fighter	11								1D6+6	Strength +10%, Vitality +5%
Mage		11							1D3+2	Intelligence +10%
Priest			11				G, E		1D6+4	Piety +10%
Thief					11		N, E		1D4+4	Agility +10%, Luck +5%
Samurai	14	11		10			G, N	7	2D6+4	Strength +10%, Intelligence +5%, Vitality +5%
Lord	14		12	10			G	7	2D6+4	Strength +10%, Piety +5%, Vitality +5%
Bishop		12	12				G, E	5	1D3+3	Intelligence +5%, Piety +5%
Ninja					15	15	E	7	1D4+4	Agility +10%, Luck +10%

Experience Points

Level	Fighter	Mage	Priest	Thief	Samurai	Lord	Ninja	Bishop
1	0	0	0	0	0	0	0	0
2	1,000	1,100	1,050	900	2,100	2,200	1,800	2,000
3	2,000	2,200	2,100	1,800	4,200	4,400	3,600	4,000
4	4,000	4,400	4,200	3,600	8,400	8,800	7,200	8,000
5	8,000	8,800	8,400	7,200	16,800	17,600	14,400	16,000
6	16,000	17,600	16,800	14,400	33,600	35,200	28,800	32,000
7	32,000	35,200	33,600	28,800	67,200	70,400	57,600	64,000
8	64,000	70,400	67,200	57,600	134,400	140,800	115,200	128,000
9	128,000	140,800	134,400	115,200	268,800	281,600	240,400	256,000
10	256,000	281,600	268,800	240,400	460,000	480,000	430,000	450,000
11	450,000	480,000	460,000	430,000	660,000	680,000	630,000	650,000
12	650,000	680,000	660,000	630,000	860,000	860,000	830,000	850,000
13+	+200,000	+200,000	+200,000	+200,000	+200,000	+200,000	+200,000	+200,000

Boltac’s Shop Sales List

Ranged Weapons

(†: Two-handed, F: Fighter, S: Samurai, L: Lord, N: Ninja, T: Thief, P: Priest, M: Mage, B: Bishop)

Weapon Name	Damage	Range	Price (gp)	Weight (Kg)	Usable by
† Sling	1D4	30m	30	1	FSLNT
† Small Bow	1D6+1	50m	50	2	FSLNT
† Large Bow	1D8+1	100m	100	3	FSLNT
† Cross Bow	3D6	120m	1,000	5	FSLNT
† Najiant Bow	3D8	200m	5,000	4	FSLNT
† Arbalest	3D10	150m	10,000	7	FSLNT
Throwing Dagger	1D3	20m	10	0.5	FSLNTM
Javelin	1D10	20m	30	2	FSLNT
Throwing Axe	1D6	20m	20	2	FSLNT

Melee Weapons

(†: Two-handed, F: Fighter, S: Samurai, L: Lord, N: Ninja, T: Thief, P: Priest, M: Mage, B: Bishop)

Weapon Name	Damage	Price (gp)	Weight (Kg)	Usable by
Dagger	1D3	5	0.5	FSLNTM
Staff	1D4	10	1	PBM
Mace	1D6	20	4	FSLNPB
Flail	1D6+1	150	10	FSLNP
Morning Star	1D4+2	80	5	FSLNPB
Short Sword	1D6	15	1	FSLNT
Long Sword	1D8	25	3	FSLN
† Great Sword	2D8	200	7	FSLN
Hand Axe	1D4+1	10	2	FSLNT
Battle Axe	1D6+2	140	5	FSLN
† Great Axe	3D6	200	12	FSLN
Short Spear	1D6	10	2	FSLNT
Long Spear	1D8	25	4	FSLN
† Warhammer	2D6	130	8	FSLNP
Sickle (Scythe)	1D6	40	3	FSLNT